

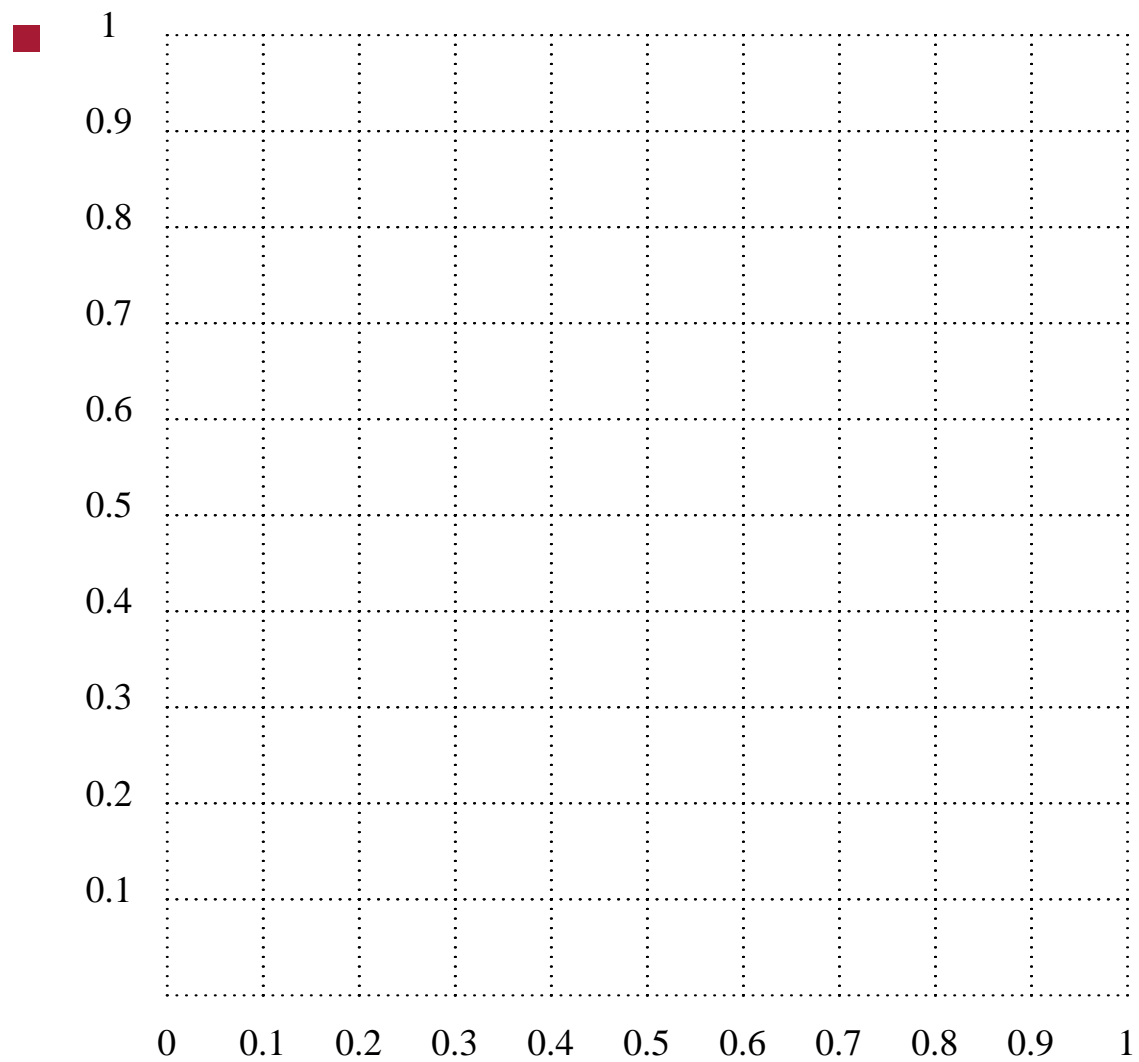
# Programming Proverbs

- 9. “Get the syntax correct now, not later.”
- Henry F. Ledgard, “Programming Proverbs: Principles of Good Programming with Numerous Examples to Improve Programming Style and Proficiency”, (Hayden Computer Programming Series), Hayden Book Company, 1st edition, ISBN-13: 978-0810455221, December 1975.

# PGE Introduction

- PGE is a Predictive physics Game Engine
  - it operates by predicting the time of next collision rather than using a frame based approach

# PGE Screen and world coordinates 1m x 1m



## PGE works with Python and Pygame

- PGE allows you to create an object and give it physical attributes and pygame will draw the image
  - the object will behave as it would in the real world (almost!)
- you can interfere with the object using mouse and keyboard input
- your program can also modify the PGE world

## PGE Python API

- is powerful enough to implement breakout in about 2 hours
- the Python interface allows you to:
  - define call backs to occur when objects collide
  - define timer functions to execute in the future
- you can also change an objects attribute (velocity/acceleration) in Python

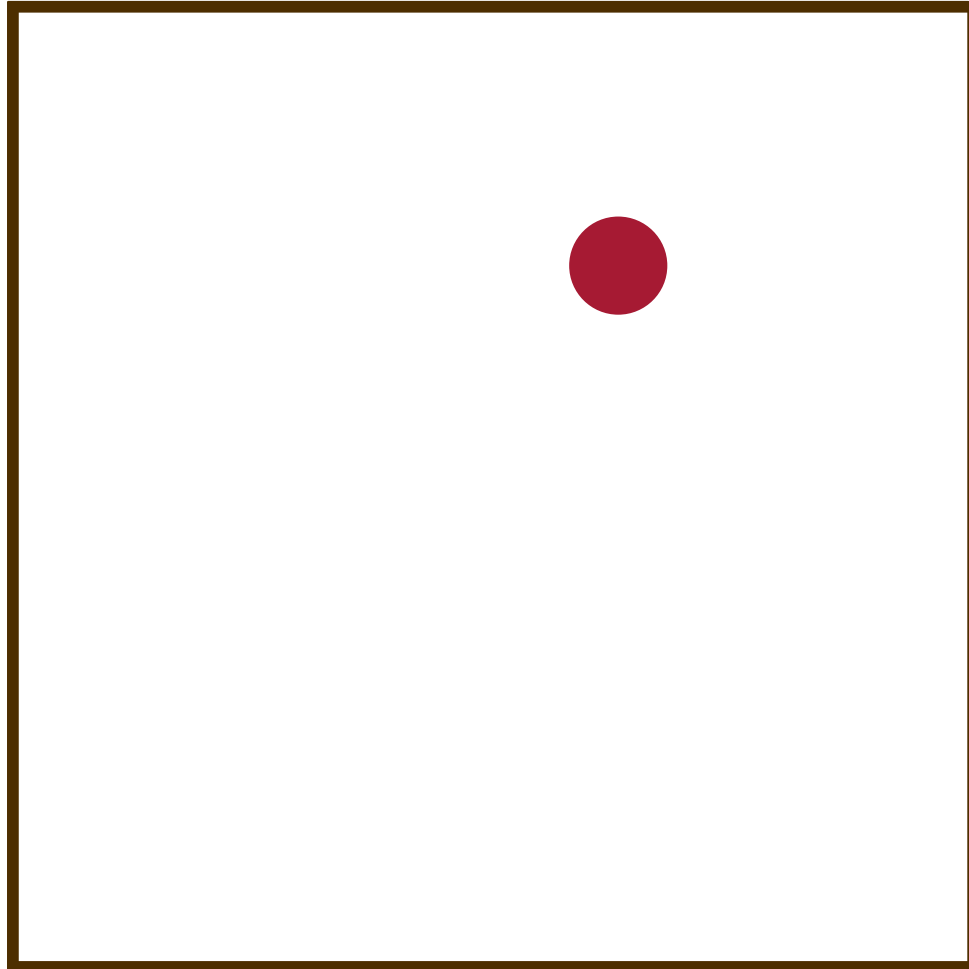
## PGE Objects

- colour
- circle
  - can be declared at any level
- polygon
  - can be declared at any level
- text
  - can be declared at any level other than level 0

## PGE Objects

- only objects at level 0 are handled by the physics engine
  - objects declared at any level  $< 0$  are in the background
  - objects declared at any level  $> 0$  are in the foreground
  
- all objects are drawn in level order
  
- you **must** include a boarder to the PGE world
  - a picture frame to enclose all objects
  
- you **must** give a mass to non fixed objects

# Diagram for the world created by the simple code example





## Simple example explanation

- PGE is run in interactive mode
  - it could be run in batch mode for testing
  - it can record a game, and the developer can play it back
    - single stepping each frame if necessary
  
- turn on gravity
  
- the circle is placed and given a mass
  
- `pge.draw_collision (True, False)`
  - draw an extra frame at the actual time of collision
  - do not colour vertices in collision

# Simple example



tinypge.py

```
#!/usr/bin/env python

import pge, sys
from pygame.locals import *

print "starting pge"
# pge.batch ()
pge.interactive ()

wood_light = pge.rgb (166.0/256.0, 124.0/256.0, 54.0/256.0)
wood_dark = pge.rgb (76.0/256.0, 47.0/256.0, 0.0)
red = pge.rgb (1.0, 0.0, 0.0)
ball_size = 0.05
boarder = 0.01
```

# Simple example

tinypge.py

```
def myquit (e):
    print "goodbye"
    sys.exit (0)

def key_pressed (e):
    if e.key == K_ESCAPE:
        myquit (e)

def placeBoarders (thickness, color):
    print "placeBoarders"
    floor = pge.box (0.0, 0.0, 1.0, thickness, color).fix ()
    left = pge.box (0.0, 0.0, thickness, 1.0, color).fix ()
    right = pge.box (1.0-thickness, 0.0, thickness, 1.0, color).fix ()
    top = pge.box (0.0, 1.0-thickness, 1.0, thickness, color).fix ()
    return floor, left, right, top
```

## Simple example

tinypge.py

```
def main ():
    pge.slow_down (6.0) # slows down real time by a factor of
    top, left, right, top = placeBoarders (boarder, wood_dark)
    pge.circle (0.6, 0.7, ball_size, red).mass (1.0)

    print "before run"
    pge.gravity ()
    pge.draw_collision (True, False)
    pge.register_handler (myquit, [QUIT])
    pge.register_handler (key_pressed, [KEYDOWN])
    pge.display_set_mode ([800, 800])
    pge.run (10.0)
    pge.finish_record ()

print "before main()"
main ()
```

## Current limitations of PGE

- the screen must be square
  - xresolution must be the same as the yresolution
- only circles cannot be fixed

## Features

- PGE can be asked to record the game
  - you can play it back again using the command line tool `pgeplayback`
  - useful if you want to debug your code
  
- it can generate frames at the time of impact, giving a greater sense of visual realism
  
- can slow down simulated time to make the game easier

## Tutorial work and homework

- try out the examples in these notes and read the code
  - comment each line of code and read the [documentation](http://floppsie.comp.glam.ac.uk/Glamorgan/gaius/pge/homepage.html) (http://floppsie.comp.glam.ac.uk/Glamorgan/gaius/pge/homepage.html) to PGE aid your understanding

# Balls bouncing ramps example



kongpge.py

```
#!/usr/bin/env python

import pge, sys
from pygame.locals import *

print "starting kong in pge"
# pge.batch ()
pge.interactive ()
```



## Balls bouncing ramps example



kongpge.py

```
t = pge.rgb (1.0/2.0, 2.0/3.0, 3.0/4.0)
wood_light = pge.rgb (166.0/256.0, 124.0/256.0, 54.0/256.0)
wood_dark = pge.rgb (76.0/256.0, 47.0/256.0, 0.0)
red = pge.rgb (1.0, 0.0, 0.0)
green = pge.rgb (0.0, 1.0, 0.0)
blue = pge.rgb (0.0, 0.0, 1.0)
blue_dark = pge.rgb (0.1, 0.1, 0.8)
steel = pge.rgb (0.5, 0.5, 0.5)
copper = pge.rgb (0.5, 0.3, 0.2)
gold = pge.rgb (0.8, 0.6, 0.15)
```

## Balls bouncing ramps example



kongpge.py

```
ball_size = 0.02
boarder = 0.01
white = pge.rgb (1.0, 1.0, 1.0)
gap = 0.01
captured = None
sides = []
seconds_left = 120
previous = None
```

## Balls bouncing ramps example



kongpge.py

```
def myquit (e):
    print "goodbye"
    sys.exit (0)

def key_pressed (e):
    if e.key == K_ESCAPE:
        myquit (e)

def delete_ball (o, e):
    for b in e.collision_between ():
        if b != o:
            b.rm ()
            new_barrel ()
```

## Balls bouncing ramps example



kongpge.py

```
def placeBoarders (thickness, color):
    print "placeBoarders"
    floor = pge.box (0.0, 0.0, 1.0, thickness, color).
        fix ().on_collision (delete_ball)
    left = pge.box (0.0, 0.0, thickness, 1.0, color).
        fix ()
    right = pge.box (1.0-thickness, 0.0, thickness, 1.0, color).
        fix ()
    ceil = pge.box (0.0, 1.0-thickness, 1.0, thickness, color).
        fix ()
    return floor, left, right, ceil
```

## Balls bouncing ramps example



kongpge.py

```
def placeRamps ():
    bot = pge.poly4 (0.95, 0.2,
                    0.15, 0.18,
                    0.15, 0.17,
                    0.95, 0.19, wood_dark).fix ()
    mid = pge.poly4 (0.85, 0.4,
                    0.05, 0.42,
                    0.05, 0.43,
                    0.85, 0.41, wood_dark).fix ()
    top = pge.poly4 (0.95, 0.7,
                    0.15, 0.68,
                    0.15, 0.67,
                    0.95, 0.69, wood_dark).fix ()
```

## Balls bouncing ramps example



kongpge.py

```
def timer ():
    global seconds_left, previous
    if seconds_left >= 0:
        pge.at_time (1.0, timer)
        s = "%d" % seconds_left
        if previous != None:
            previous.rm ()
        previous = pge.text (0.8, 0.9, s, white, 100, 1)
        seconds_left -= 1
```

## Balls bouncing ramps example



kongpge.py

```
def new_barrel ():  
    gb = pge.circle (0.9, 0.85, 0.03, steel).mass (1.25)
```

## Balls bouncing ramps example

kongpge.py

```
def main ():
    global gb, sides

    placeRamps ()
    pge.slow_down (6.0) # slows down real time by a factor of
    timer ()
    new_barrel ()
    b1, b2, b3, b4 = placeBoarders (boarder, wood_dark)

    print "before run"
    pge.gravity ()
    pge.draw_collision (True, False)
    pge.register_handler (myquit, [QUIT])
    pge.register_handler (key_pressed, [KEYDOWN])
    pge.display_set_mode ([800, 800])
    pge.run (seconds_left/6.0+4.0)
    pge.finish_record ()
```



# Balls bouncing ramps example



kongpge.py

```
print "before main()"  
main ()
```